IN THE CLAIMS:

Please cancel claims 1-40, without prejudice or disclaimer, of the original parent

applications identified herein, and add new claims 41-60 as follows:

41.   (New) An information input method using a wearable information input device

which is worn on a predetermined body part of the body of a user with the input device having a

sensor for sensing a motion of the predetermined body part relative to a plane and/or in a space,

the information input method comprising the steps of:

(a)   selecting a key group including a desired key displayed on a display

viewable to the user, with the key group corresponding to information that the user desires to

input by moving the predetermined body part; and

(b)   generating a virtual keyboard with the key group on the display with the

virtual keyboard viewable to the user and having an appearance which represents the selection of

the desired key on the virtual keyboard;

wherein the information corresponding to the selected key is determined as input

information.

42.   (New) The information input method of claim 41, wherein the key group has a

predetermined pattern and is included in an information screen embodied and virtually displayed

in software, and the information screen has a plurality of key groups.

43.   (New) The information input method of claim 41, wherein the predetermined body part is a portion of a hand of the user.

44.   (New) The information input method of claim 43, wherein the portion of the hand is selected from the group consisting of a thumb, an index finger, a middle finger, a ring finger, or a little finger.

45.   (New) The information input method of claim 43, wherein the sensor for sensing the motion of the portion of the hand is substantially adjacent to the portion of the hand.

46.   (New) The information input method of claim 45, wherein the sensor is substantially adjacent to the portion of the hand selected from the group consisting of a thumb, an index finger, a middle finger, a ring finger, or a little finger.

47.   (New) The information input method of claim 41, wherein the display includes a monitor substantially adjacent to the body of the user.

48.   (New) The information input method of claim 41, wherein the keys correspond to characters and functions.

49.   (New) The information input method of claim 41, wherein the keys correspond only to characters.

50.   (New) An information input method using a wearable information input device including a virtual reality (VR) glove which is worn on a predetermined body part of the body of a user with the input device having a sensor for sensing a motion of the predetermined body part on a plane and/or in a space, the information input method comprising the steps of:

(a)   selecting a key group including a desired VR key among a plurality of VR keys displayed on a VR keyboard on a display viewable to the user, with the key group corresponding to information that the user desires to input by moving the predetermined body part; and

(b)   generating the VR keyboard with the key group on the display viewable to the user and having an appearance which represents the selection of the desired VR key by the VR glove on the VR keyboard;

wherein the information corresponding to the selected VR key is determined as input information.

51.   (New) The information input method of claim 50, wherein the key group has a predetermined pattern and is included in an information screen embodied and virtually displayed in software, and the information screen has a plurality of key groups.

7

52.   (New) The information input method of claim 50, wherein the predetermined body part is a portion of a hand of the user.

53.   (New) The information input method of claim 52, wherein the portion of the hand is selected from the group consisting of a thumb, an index finger, a middle finger, a ring finger, or a little finger.

54.   (New) The information input method of claim 52, wherein the sensor for sensing the motion of the portion of the hand is substantially adjacent to the portion of the hand.

55.   (New) The information input method of claim 54, wherein the sensor is substantially adjacent to the portion of the hand selected from the group consisting of a thumb, an index finger, a middle finger, a ring finger, or a little finger.

56.   (New) The information input method of claim 50, wherein the display includes a monitor substantially adjacent to the body of the user.

57.   (New) The information input method of claim 50, wherein the VR keys correspond to characters and functions.

58.   (New) The information input method of claim 50, wherein the VR keys correspond only to characters.

59.   (New) A system for implementing a virtual keyboard, the system comprising:

a display device associated with a user, the display device being responsive to first image data for generating and displaying a first image simulating a physical keyboard having a plurality of physical keys, with the first image representing the virtual keyboard to the user through the display device, with the virtual keyboard having a first appearance corresponding to the first image data;

an input device for detecting a motion associated with the user, the input device being responsive to the detected motion with the input device generating motion-representative input signals corresponding to the motion, wherein motion of a predetermined body part of the user associated with the display device and/or the input device corresponds to the selection of a key group including a desired key displayed on a display viewable to the user, with the key group corresponding to information that the user desires to input by moving the predetermined body part; and

a processor connected to the display device and operating a virtual-keyboard-generating program for providing the first image data to the display device, the processor being responsive to the motion-representative input signals from the input device, for generating motion image data corresponding to the motion and for generating the virtual keyboard with the

key group on the display with the virtual keyboard viewable to the user and having an appearance which represents the selection of the desired key on the virtual keyboard;

wherein the display device is responsive to the motion image data for generating a second image simulating the physical keyboard having the plurality of physical keys to represent the virtual keyboard having a second appearance simulating actuation of at least one of the plurality of physical keys corresponding to the motion.

60.   (New) The system of claim 59, wherein the input device is responsive to a motion of a finger of the user corresponding to keystrokes to generate the input signals;

wherein the processor, responsive to the keystroke-corresponding input signals, generates finger-motion image data; and

wherein the display device is responsive to the finger-motion image data for generating the virtual keyboard having the second appearance representing depressed virtual keys on the virtual keyboard, thereby displaying depressed virtual keys in response to virtual keystrokes.